

Murd'ring Ministers

Vol. II No. 20

May 23, 1980

STUFF

MURD'RING MINISTERS is a gameine featuring the postal play of DIPLOMACY and other multi-player games. The subscription rate is 12 issues for \$4.00 and MH runs on three week deadlines and is published once a month. See GAME OPENINGS for game-fess and available game staras. MH is published by ye elde main minister, Ren Brown, 1528 El Sereno Pl., Bakersfield, CA 93304. Phone is (805) 834-8409. That is all.

Notice all the bickering, fussing, and fighting abounding in the hobby today? Bob Sacks is pissed at Dick Martin and company for placing orphan games. Konrad Bannister (EGGNOG) refers to John Michalski's BRUTUS BULLETIN as "HOMOSEXUAL BULLETIN" because of John's open forum and publication of admittedly vulgar press. Matt McKibbin and Dave Barker are somewhat disgusted with Bruce Linsey's (VOICE OF DOOM) handling of "The Black Hole Affair." Kathy Byrne is upset at Brux also. In turn, Bruce Linsey is pissed at Kathy for the "nasty letters" she wrote him, (gee, I wish she would write me nasty letters -- as long as Char didn't find out!), and Brux is even more upset at Kathy's best friend John Caruso (WHITESTONIA) for publishing McKibbin's statement on the matter. This has led Brux, Mark Berch (DIPLOMACY DIGEST), Bannister, and possibly others to label Caruso as an up unprincipled GH. And to top it all off, Char Brown is pissed at her hubby for abandoning her and the baby last Sunday and driving to Valencia for a FTF DIPLOMACY game! Char, you know the job was dangerous when you took it. Oh well, no one ever said the DIPLOMACY hobby was comprised of a bunch of devils, ambivalent people who are afraid to speak their minds!

What do I think about all this? Who cares what I think!?! But because someone (me) will read this I'll tell you. I agree with almost everyone else I've heard express an opinion on the Sacks-Martin (actually FLYING DOGS OF RETALIATION) controversy: Sacks should mind his own business and let people who wish to do so work to help the hobby. The way you choose to do so is up to you. If Raymond Hauer wishes to place orphan games, great! Let him. Hell, there are always plenty to go around. But why on earth raise hell because someone else not only wants to, but is doing so with great efficiency? Some people are hard to figure. To top this off, BRUTUS BULLETIN #64 carried a couple of interesting letters. First of all, there is a letter from Ben Schilling relating an excellent example of Hauer not placing an orphan game he was a player in himself! Not only that, he (Hauer) had the strongest position on the board when the sine carrying it folded. AND, he was one of the players who failed to respond to Ben's letters when Ben was trying to find a new home for it. And this is the guy Sacks is making such a stink about! The clincher is yet to come.

(Can't wait page)

MORE STUFF

In a letter from Bill Young, Treasurer of the IDA, Young states that Sacks, acting President of the IDA, has declared the appointment of Red Walker as U.S. Projects Representative on the IDA to be illegal and stripped Red of his vote on the IDA Council. What Sacks overlooked was if Walker's appointment was not valid, then neither was Sacks' as President! Now there will be new IDA election for all offices. I swear, this guy Sacks . . . you complete this sentence for yourself.

Regarding the "Black Hole Affair" as this is destined to be remembered. Kathy Byrne sent me a bunch of copies of correspondence which took place between her and Bruce Lindsey. Basically what it amounts to, (as I interpret it), is that Kathy feels because she criticized Brux's handling of the matter, she was unjustly asked not to sign up for any other VOD games and taken off the standby list. Brux says she was writing "nasty letters" to him and he doesn't need the hassle.

This is difficult for me to comment upon because I consider myself friends with all the parties involved. Yet I've been asked to state my opinion on the matter, so I will. Please note that this is a statement of my OPINION only, and please don't ask Al Rodriguez what he thinks that's worth!

I have spoken with many people in the hobby about this "Black Hole Affair" including four of the seven original players. (I haven't spoken to Matt about it but everyone knows how he feels about it). Everyone I've talked to feels Brux over-reacted a bit by throwing Matt out of the game and sine. However, Brux can (and has) produce written statements by many who condone his action. My feeling is simply this: Perhaps Bruce did over-react by kicking Matt out. I think a very minor problem got blown way out of proportion. However, VOD is Brux's sine and he can allow or disallow anyone he wants. Further, everyone knows how strict VOD's House-rules are and anyone who knows Brux at all knows he follows them to the letter! According to the House-rules (all 99 pages of them! Ha!) he can and will kick out anyone who lies to him. He believes he was lied to. He believes with all sincerity he was lied to. According to the House-rules, he then can kick out the offender. If someone lied to Bruce ever the phrase by telling him that it was Saturday when it was really Friday, he technically could bounce them for lying to the GM. So, Brux was justified, according to VOD House-rules in his actions. Several GM's who have similar rules are backing Brux in his decision. So Be it. All I can say is if you don't agree with this philosophy don't play in VOD games. I won't because I can't have the patience to even read all his House-rules. But many players desire this kind of regulation so VOD offers them the structure they desire. Additionally, no one is a more punctual, reliable, or unimpeachable GM than Brux. So in conclusion, you decide beforehand. If you play in a sine with these kinds of rules and then break them (as Matt did(?) albeit maybe unintentionally) then don't cry when you're ejected. But if you don't want that possibility then play in a more liberally GM'd game-sine. (Brux -- is it true that you're just to the right of Darth Vader?) So all's I can say is the old Chinese proverb: "Diff'rent strokes for diff'rent folks." "E Nuff said.

As for Char -- don't worry. I'll handle this one. Now you can guess which one.

Another sine bites the dust. This time it's John Kelley's THE BEHOLDER. John seems to have suffered the biggest disease syndrome of teen-aged hobby publishers -- "Burn-out." John is folding responsibly, though, and helping place his games and returning sub fees. Sorry to see THE BEHOLDER fold but I guess John will still remain active in the hobby as a player . . .

DECEPTION OF THE GM -- WHAT'S FAIR AND WHAT ISN'T

For those of you who play in several DIPLOMACY zines perhaps you've noticed they nearly all have one houserule in common and is usually stated to the effect: "Deception of the Gamesmaster is not allowed and will result in the expulsion of said player from the game and/or zine." Pretty serious offense, huh? But in a game where deception of the other players is encouraged, nay, rewarded -- (the good player who can successfully deceive the other players in his game will undoubtedly be a highly successful player) -- why is deception of the GM such a deadly sin?

Well, the reasons should be obvious. In a postal DIP situation all the GM has to go by are the orders he receives through the mail or over the telephone. A semi-intelligent ape can see how easily it would be to dupe a GM. One could mail a set of orders marked "revised orders" for another player and sign that person's name at the bottom. There would be an excellent chance the orders would be accepted, if the perpetrator is a competent forger. And anyone careful enough could probably make it look as if someone else was the perpetrator of the dastardly deed. Also, one could phone in orders and claim to be someone else. Most GM's haven't spoken to all of the players in their games over the phone -- and even if they had, what are the chances of them recognizing someone's voice? Not very good.

Therefore, in order to keep such disruptive tactics from happening, GM's make it be known that anyone doing such a thing is a real low-life and shall be forever banned from their zine. Not many serious members of the hobby are willing to take such risks in the first place and secondly, I think most experienced players agree with and recognize the danger of the unethical nature of "deception of the GM."

So start thinking of all kinds of devious plots to hatch against your opponents (and there are many great possibilities) and not your poor, innocent GM!

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GAME OPENINGS

ORIGINS OF WWII - Kirby Garrett will be GM for this multi-player game. The gamefee is \$2.00 plus the maintaining of a subscription to MURDERING MINISTERS.

That's all, folks. Look for future gm starts in DIPLOMACY when some of the current games have reached their conclusion.

* * * *

FTF ANYONE?

Al Rodriguez is interested in hosting a face to face game sometime in the not-so-distant future. If anyone who lives in Central or Southern California area is interested in stopping in Bakersfield for a day of lying, stabbing, etc. they should drop Al an inquiry about his plans. I'll be there for sure, anyone else?

* * * *

THIS PAGE IS GOING . . .
GOING . . .

So, Dick Martin, if you are reading this, how about placing 1979HZ from THE BEHOLDER to a new home? Rumor has it that Jack Masters' BLACK FROG might be looking for an orphaned game to pick up . . .

As I mentioned earlier, I traveled to Valencia Sunday (5/18/80) with Al Rodriguez and Dan Kuszynski to meet some people for a FTF DIP game. Those present included Jack Masters (it was at his place), Mike Hartman, Bill Schwatz, and Hector Roybal. We had a great time, consuming mass quantities of beer, coke (interpret this as you will), and lasagna (which Jack's wife made and was, simply put, quite delicious!). Of course, there was a massive supply of blood dripping everywhere as seldom has such a gathering of stabbers been seen! To summarize, though, we had a very good time and there is talk of arranging another FTF game before long. Anyone in the Central-Southern California area who is interested in joining the fun should get in touch with Al Rodriguez. See the TWILIGHT ZINE for his address, etc.

Feel like writing an article for dear old NM? Any submissions used are payable at the rate of two free issues tacked onto your subscription per typed page. What an easy way to extend your sub! Do it, today.

By the way, response to the NMR Insurance deal has been good. However, if you are like Mike Hartman and requested NMR Insurance but forgot to enclose your phone number . . . well. Also, please put your request on a separate sheet of paper from your orders with your phone number (it can be any old tiny scratch sheet). This will ease my burden somewhat by merely dropping your request into the NMR Insurance file folder, rather than having to copy it down on a piece of paper myself. For those who missed it earlier, forgot, or whatever -- NMR Insurance is merely following the above procedure. If your orders fail to arrive by post by Friday the deadline date, I will call you collect Friday evening to get your orders. (Of course, the smart thing is to refuse charges and call me back direct. Save yourself some \$). Let me know.

Jack Masters has his computer working well and promises more percentile player ratings for all you NM players real soon!

Time for an important announcement -- You will notice a shorter deadline for next issue. I hope this will not inconvenience you too much but here's the situation: the "normal" deadline date would be June 20th. However, I will be on vacation and out of town from 6/23-7/4. Additionally, my birthday falls on 6/23. Therefore, I am faced with two possibilities: 1) postpone the deadline to 7/4 or 2) move it up to 6/18. I'm doing the latter as the former is distasteful to me. Unless there's an uproar by moving the deadline up 2 days (and I doubt if there will be) the next deadline for all games will be June 18th. I can then have NM #21 in the mail the weekend of the 21st. OK? (Stop groaning, Al!).

(Con't pg.69)

Speaking of Al, I have a confession to make! I was at his house the other day. He was showing me the most recent issues of VOD. (I haven't seen one since my trade for it was cancelled with issue #11.) Suddenly, the phone rang and Al left the room to answer it. As I was looking at the rines on his desk, my probing eyes detected an unusual letter sticking out from under a pile of old diplomacy letters. When I noticed it was from PLAYGIRL magazine, I could not resist the temptation but read the letter instead. After doing so, I knew I MUST publish this letter in NM. So, Al,

(Con't from pg. 4)

I hope this doesn't endanger our friendship. I know it was wrong of me to do this but such notoriety must be shared! So read if you dare, brave reader, the letter which appears in its entirety below . . .

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President,
Douglas Lambert

Executive Vice President,
William J. Miles, Jr.

Secretary-Treasurer,
John Andrews

Mr. Al Rodriguez
2613 South Eye St.
Bakersfield, CA 93304

Dear Mr. Rodriguez:

We wish to thank you for your letter and polaroid pictures which we recently received. We regret, however, that we will not be able to use you as "PLAYGIRL'S" Man of the Month Centerfold.

When rated by our panel of AAW (Average American Woman) on a scale from 1 to 10, your body was rated minus 2. The AAW is comprised of widowed females ages 60 to 75 who have not been involved with sex for five (5) years or longer.

To further justify our rating, we submitted your photographs to another panel of women in the age bracket of 25 to 35, but we couldn't get them to stop laughing long enough to rate you.

Please be assured that should the tastes of American women ever change so drastically that bodies of your type are in demand for our center-fold, you will be notified. Meanwhile, please don't call us. We'll call you.

Sincerely,

Amanda Blake

Amanda Blake
Editor

P.S. We regret to inform you that the staples used to hold the photograph in the center-fold covered the "item of interest."

THE ADVENTURE BENEATH THE TORNED TOWER OF TERROR
BY
Ron Brown

((Some readers responded to my inquiry about DUNGEONS & DRAGONS in a positive manner so I thought I would relate to you the following tale of swords and sorcery which occurred in the land of ZO -- a mythical land where things exist that would have paled Professor Tolkien himself -- RB))

The four young adventurers -- a mage named Kogriff, Al the Warrior, Perry the Priest, and Filler the strolling minstrel got themselves assigned to a royal quest by the Overlord of Bagdasha. They were to recover three magical weapons which were recently stolen from the Imperial Army by an evil, arch-enemy. Our fearless (?) band accepted the assignment (what choice did they have?) and were outfitted regally for a long journey. They set off on the North Road with horses, mules, cattle, and other sundry items.

Before long they encountered an old farmer who bought their livestock and they were pleased at the handsome profit they made. After several more lonely, boring hours of travel along the well-worn highway, our gallant foursome came to the township of Hillbag and this is where our tale begins in earnest.

As they entered the city gates, large nets were dropped onto them from above. They were quickly and roughly brought by the militiamen who had entrapped them to the large tower which dominated the small village. Therein, they met the ruler of the township, one Hubric the Nasty. It seems as though the tower they were now in was built ages ago by some long forgotten wizard. Beneath were many tunnels and dungeons. Hubric, when he came to power 14 years before, sealed off the only opening to this underworld when he moved into the tower. Now Hubric had a very greedy nephew named Gondolas. Gondolas had heard rumors amongst the villagers that a large dragon hoard was buried deep in the underground catacombs, although none of the villagers would dare even consider the possibility of actually entering the subterranean realm. Gondolas eventually found a small rag-tag band as greedy as himself and set forth, over his uncle's objections, to explore the dungeon.

Gondolas had been gone several weeks and his uncle was most concerned about his fate. He ordered that the next band of strangers who entered Hillbag should be seized and sent on a rescue mission. That's right, gentle reader, our four wandering adventurers were the first chosen for this task. Since the alternative was rather unpleasant, our band decided to accept Hubric's invitation and search the catacombs of the "Torpid Tower of Terror" for his nephew, Gondolas. And thus, our epic begins in earnest . . .

(TO BE CONTINUED)

YET STILL MORE STUFF (Con't from pg. 4)

I've been seeing a couple of places (most notably VOD, of course) where John Caruso has been named as an unprincipled GM. This was briefly mentioned before somewhere. Why? Because he dared to question the expulsion of a player from a game? C'mon you guys. Since when does that deserve the label of an "unprincipled GM"? John is not right or wrong about anything involved. That's not quite what I mean. I guess I mean it doesn't matter whether he's right or wrong. He merely published a statement by a "criminal" player and then raised some questions. Now that makes

(Con't next pg.)

him "unprincipled" as a ~~commentator~~ Not in my book. I've been playing in a couple of games with John and have enjoyed communications since 1977 with him and I think he's a very knowledgeable player and a nice guy. I have only just begun receiving WHITESTONIA so I can't vouch for his CHING abilities . . . yet. But from what I've read from him and others -- "unprincipled" seems hardly justified.

As always, any comments about any of these issues of interest or anything else concerning the hobby in general will be welcome in the READERS' RHETORICAL REPLIES here in MURD'RING MINISTERS.

Now, instead of stimulating your gray matter with a liberal sampling of appropriate quotes from the Bard, how about a change of pace? Here are some quotes from J.R.R. Tolkien's LORD OF THE RINGS, courtesy of David Carter. Maybe you can apply them to some of the DIPLOMACY games you are now in!

"I told no lies, and of the truth all I could."

Frede, THE TWO TOWERS, pg. 351.

"Fathless is he that says Fathless when the road darkens."

Gandalf, THE FELLOWSHIP OF THE RING, pg. 367.

(In reply to the above) "But let him not vow to walk in the dark, who has not seen the nightfall."

Elrond, Ibid.

(In reply again) "Yet sworn sword may strengthen weakening heart."

Gandalf, Ibid.

"But for long now he has plotted your ruin, wearing the mask of friendship, until he was ready."

Gandalf, THE TWO TOWERS, pg. 160

Thanks, Dave!

NOVICE REFLECTIONS #1
(YOU MEAN WE AREN'T PLAYING RISK TONIGHT?)
by

Al Rodriguez

Just as every human being must learn to crawl before he walks, every DIPLOMACY player must go through a novice period. The more fortunate serve their apprenticeship in Face-To-Face (FTF) play. Introduction through FTF is more advantageous. In FTF you play an entire game in a very short period of time as compared to the postal game time. A postal novice can pay for his initial mistakes, often ineptness, over the course of weeks, months, possibly even a year or more. The FTF rookie can screw up a game, then, in a few hours, retire for the rest of the evening. He can watch his teammates turn on each other or drown his servers in a hyper psychologically comforting nodding remedy (wood alcohol). No such luck for the postal novice. Every four weeks he will dread-fully open his diploma and be reminded of his dilemma. "Should I be an irresponsible (con't next page)

NOVICE REFLECTIONS #1 (Con't)

slime and drop out or keep fighting vs. overwhelming odds?" Hopefully, he will stick it out as he slowly shrinks from four units to one. Believe it or not, he will learn a valuable lesson . . . don't let it happen again. Also in FTF the novice may get to play an endgame that evening. A fairly successful (or should I say lucky) postal rookie will not experience the agony or ecstasy of the endgame for possibly a year or two after his gamestart. Unfortunately this author was (and still is, some would argue) a postal novice.

Let's assume that the reader is a postal novice. Once the novice period, usually a year, is completed nothing will stand in his way to fame and glory in the FTF realm. Wrong! A postal novice may know some adroit openings and strategies. He may even be a skilled tactician but there are yet other skills to master in FTF. There are two important skills to master: Budgeting of time and lying with aplomb. "You mean I don't have a half hour to study my conference map and make my moves?" It is amazing how fast one must write their orders. You only have enough time to talk to your ally, plan your moves, and write them down. Under these time restraints miswritten orders increase greatly; so be careful. When the orders are adjudicated immediately list all unit locations. In doing this simple chore half of your orders are written. Next, study your position or copy the board onto a conference map. It is always a good idea to have plenty of conference maps on hand for a FTF game. Then use the remaining time to conduct diplomacy, then decide on your orders. If you are organized you can cope with the hectic pace. It also helps to have a few snacks to keep up the energy level. This board game can really build your appetite.

As a child I never had any guilt about lying to my mother. "Mom! Richard peed in my bed last night!" I would say this without so much as a blink of the eye. Did my mother believe me? No. She still does not believe me to this day and always insulate on a standoff in Galicia. Honestly, lying to players in my first FTF game was very difficult (it gets easier!). I felt very uncomfortable (as Turkey) looking some poor Russia in the eyes and saying, "Defend yourself up north, shift everything against England and I will keep moving against Italy." I will never forget those sorrow-filled eyes after my stab. They made me feel like a real cad. The eyes are very important in detecting the truth. Shifty eyes often signal a lie. The eyes are the mirrors of the soul; so keep a steady eye. The last time I played FTF I thought Jack Masters was going to stare a hole in my retinas looking for the truth. Once you master the fine art of lying, do not get carried away. It's usually best to hedge around the truth and reserve your sincere lie when you really need it. Tell the truth as often as possible (or if you are like Ron Brown once every full moon).

One other basic survival skill in FTF is the selection of a stab victim. The enemy must be a person who you can either out run or out slug. Since my upper body muscles have atrophied I must depend on footspeed and stamina. I refine those skills by running four to six miles per day. When the moves are read you should assume a sprinter's stance or ready yourself for the left cross if you are stabbing that season.

Granted, even if you play FTF for years your first postal game will put you in unfamiliar waters but you will not sink. It's like putting an ocean swimmer in a pool. The game will be easier but will include a few minor subtleties to master. Yes the FTF player will have to learn how to put his thoughts down on paper. Few postal players have the patience for numerous ~~misspellings~~ misspellings or my stream of consciousness style. It is easier for a good FTF player to become a good postal player than the other way around.

(Con't next pg.)

NOVICE REFLECTIONS #1 (Con't)

Lastly, whether it be FTF or postal DIPLOMACY, enjoy yourself. Remember something I often lose sight of . . . it's only a game!

THE GAMES!!

1978II FALL 1908 DRAW FAILS! E-G JUGGERNAUT ROLLS ON; CAN IT BE STOPPED?

Austria (Kelly): A GAL-s-A Vie; A VIE-s-A Gal; A BUD-s-A Vie.
 England (Michalski): A Lon-NAF; F ENG-c-A Lon-NAF; F MID-c-A Lon-NAF; F Spa(sc)-WES; F Wes-TUN; F Tus-LYO; F ROM-s-F Tys; F Tys-s-F Wes-Tun/d/-r-Tus,OTB; A STP-s-German A War-Mos; A LIV-s-German A War-Mos.
 Germany (Pilant): A War-MOS; A Pru-WAR; A SIL-s-A Pru-War; A Ber-PRU; A BOH-Gal; A PIE-Ven; A TYA-s-A Pie-Ven; A Bur-MAR; F BAL-Bud/imp/.
 Italy (Martin): A VEN-Rom; F TRI-Ven; F NAP-s-Turkish F Ion-Tys;
 Russia (Masters): A Mos-H/a/.
 Turkey (Rodriguez): A UKR-s-Austrian A Gal; A RUM-s-Austrian A Gal; A SEV-s-A Ukr; F ADR-H; F APU-s-Italian F Tri-Ven; F Ion-TYS; F Aeg-ION.

There is a call for a concession to Italy(!), a call for a concession to Germany, and a call for an E-G draw. Abstentions count as a 'Yes' vote. Winter 1908 AND EXXII Spring 1909 along with votes are due by 3:00 pm 6/18/80.

1908 SUPPLY CENTER CHART

Austria- Vie,Bud,Ser.....	(3)	0
England- Home,Bel,Nwy,StP,Bre,Spa,Tun,Por,ROM.....	(11)	+1
Germany- Home,Den,Hol,Swe,Par,Mar,War,MOS.....	(10)	+1
Italy- Ven ,Ven,Nap,Tri.....	(3)	0
Russia- Mos	(0)	OUT
Turkey- Home,Bul,Rum,Sev,Gre.....	(7)	0

1978II Press-

LONDON-EAST: I suggest you fellows do yourselves the favor of voting for the E-G draw. If it does not pass, Pilant and I will flip a coin and throw the win to the other. A large draw is unacceptable to me: better a 50/50 shot at a win. Ron can use the space in MM for a game with some interest, instead of this. Alfredo refuses a 3-way, so it's double or nothing. Please vote next season as I won't submit the calls forever.

1979G SUMMER - Russian F Bal-r-SWE, A Sil-r-WAR; English F Tys-r-Tun/NSU/, F Wes-r-OTB
 1979G FALL 1907 A STRANGE YEAR-RUSSIANS ELIMINATE AUSTRIA AND MAKE (unorderd ret.)
 GAINS BUT LOSE THEIR CAPITOL!

Austria (Haffey): F Ank-s-Russian F Bla-Con/NSO/-/d/-r-Arn,OTB; A GAL-War.
 England (Grabar): F Eng-MID; F Hol-NTH; F Nth-NWY; F Nwg-BAR; F Tun-Wes/NSU/.
 France (CD): A SPA-H.
 Germany (Bumpas): A Sil-MUN; A BER-s-A Sil-Mun; A Gas-BRE; A Bur-BEL; A Kie-HOL; A RUH-s-A Kie-Hol; F BAL-Swe; F DEN-s-F Bal-Swe; F Bot-STP(sc);
 Italy (Haehnel): F CON-s-Russian F Bla-Ank; A BOH-Gal; A TYA-H; A Pie-MAR; F LYO-s-A Pie-Mar; A Ven-PIE; F TYR-H; F Ion-TUN; F WES-s-French A Spa.
 Russia (Kuszynski): A VIE-Bud; A RUM-Bud; F Bla-ANK; A Pru-SIL; A WAR-s-A Pru-Sil; F SWE-H; A FIN-s-F Swe.

Winter 1907 AND Spring 1908 due by 3:00 6/18/80.

Supply Center Chart and press on next page.

1979CW (Con't)

1905 SUPPLY CENTER CHART

Austria- 17p, Bul, Ser	(0)	OUT
England- Home, Nwy.....	(4)	+1 was one short
France- Home, Spa, Por, Bel, HOL.....	(7)	+1
Germany- Home, Hol , Den.....	(4)	-1
Italy- Home, Tun, Tri, GRE.....	(6)	+1
Russia- StP, Mos, War, Swe, Ryb , VIE.....	(5)	0
Turkey- Home, Bul, Ser, Hol , SER, RUM, BUD.....	(8)	+2

1979CW Press-

GERMANY-FRANCE: Hey, enough is enough, all right? You've made your point, now don't overdo it.

ROME-VIENNA: You have done it! You have taken a strong position given to you in 1902 and turned it into the weakest power on the board. Perhaps a little less turbulence and a little more diplomacy could have turned things around for you. My decision not to ally with you may come back to haunt me, but not as much as your inability to get your letters out on time will come back to haunt you. So long!

ROME: Pope George Ringo's Rhyme of the Month-

The Sultan was a prince of obesity
From afar, he could be seen very easy
But the Pope now butts in
To make him think thin
By taking away everythin Greecy.

IMPERIAL PALACE, VIENNA: After long hours of negotiation in attempting to find a peaceful solution to the present struggle, the Emperor has at last emerged from the summit with the "leaders" of Turkey, Russia, and Italy.

"It's hopeless," his Majesty sighed. "The Pope constantly screamed obscenities and spit out one imbecilic poem after another while he played with himself. The Czar just sat in his highchair and drooled all over the conference map while the Sultan pocketed everything he could whenever I turned my back.

When I tried to show the Pope the growing danger of a strong Turkey he turned a bright red, lost control of his bladder, fell down and proceeded to chew on my Persian rug.

Oh Well, if Eastern Europe is going to hell, it's only right that jackasses pull it there. I can do no more, and the Swiss Alps are so beautiful this time of year."

CONSTANTINOPLE-VIENNA: Was it painless?

PARIS: Not unlike the valiant defence of London in 1904, French units have once again moved with authority in settling the issue of London's vulnerability to the North Sea Marauders.

ROME-ANKARA: Sorry Ben. You've just come too far too fast. We worked well together. Now let's fight well together. May the best man win.

1979CF AUTUMN 1905 Russian F Edi-r-OTB (unordered retreat)

1979CF WINTER 1905

Austria- No Adj

England- No Adj

Germany- Builds A BER

Italy- Builds F NAP, A ROM

Russia- NAR- GM removes F Swe-r-OTB

Turkey- No Adj

1979CF Con't next page.....

1979AN Press (Con'g)

PM- The French President has been made an offer that he can't refuse. I am sure that his brief affair with the Kaiser is over.

UPS- One final question, what do you see as the final outcome of this war?

PM- I see the complete and total destruction of the German Empire, of course. Also, Italy must go. It is sad to see that Turkey will also be gobbled up, but, that is war. The survivors of this war will be England, Austria, and France.

VIENNA-BERLIN: Once again his Majesty calls upon the Kaiser to end his bloody, senseless resistance, come to the Imperial Palace and see those nice home movies of the Emperor's recent holiday in Albania. We'll let you go after that, honest.

1979HN WINTER 1904 (This is 1904 not '05)

England- F Lpl-r-CLY Italy- Builds A VEN

France- Builds F BRE Russia- A Swe-r-OTB (unordered retreat) OUT

Germany- Builds A BER, A KIE, A MUN Turkey- No Adj.

1979HN SPRING 1905 TURKEY LOSES 1/3 OF FIGHTING FORCES; AUSTRIA AND RUSSIA OUT!

England (Carson): F CLY-H; A StP-MOS; F Nth-ENG; F WAL-s-F Nth-Eng; F LON-s-F Nth-Eng;.

France (Hartman): F NAT-s-F Lpl; F LPL-s-F NAT; F Eng-s-F Pic/d/-r-Iri; Bre, OTB; F PIC-s-F Eng; A BEL-s-A Bur; A BUR-s-A Bel.

Germany (Masters): F Swe-SKA; A Kie-LIV; F BAL-c-A Kie-Liv; A HOL-H; A MUN-H; A Ber-SIL; A Boh-GAL; A Rum-SER; A BUD-s-A Rum-Ser.

Italy (Shelton): A Ven-ALB; F ADR-c-A Ven-Alb; F Alb-GRE; F ION-s-F Alb-Gre; A TRI-Ser; A VIE-s-A Tri/OTN/.

Turkey (Howard): A Ank-CON; F Con-AEG; F Gre-Ion/a/; A Sev-RUM; F BUL(ec)-s-A Sev-Rum; A Ser-s-A Sev-Rum/a/.

Fall 1905 due by 3:00 6/18/80.

1979HN Press-

ROME: The Turkish coffee must have been bitter!

BERLIN: That Turkish coffee was bad stuff! The Kaiser will try some Burgundy wine next!

TURKEY-GERMANY: So that is how it is going to be, huh?!

PARIS-WHITE UNIT IN NORWAY: Hello, you're there aren't you? ((NO!)).

1979CW SUMMER 1905 - German A Hol-r-KIE; Italian A Tri-r-VEN.

1979CW FALL 1905 AUSTRIA WIPED OUT! WHO'LL BE NEXT?!

Austria (Carson): A Vie-Boh/d/-r-Tya, OTB; A Bud-Vie/d/-r-Gal, OTB; A Tri-Ven/d/-r-Alb, OTB.

England (Hawkins): F Edi-NTH; F NWY-s-F Edi-Nth; F BAR-s-F Nwy; F Ska-s-F Edi-Nth/a/.

France (Lee): A Bre-WAL; F ENG-c-A Bre-Wal; F HOL-s-German A Mun/imp; F BEL-s-F Hol; A RUH-s-German A Mun; A BUR-s-A Ruh.

Germany (Barker): A MUN-Ruh; A KIE-s-A Mun-Ruh; A BER-s-A Kie; F Nth-SKA; F DEN-s-F Nth-Ska.

Italy (Williams): A BOH-s-Russian A Gal-Vie; A Tya-TRI; A VEN-s-A Tya-Tri; F Alb-GRE; F ION-s-F Alb-Gre;.

Russia (Hachmel): F SWE-NWY; F Fin-BOT; A StP-FIN; A Mos-STP; A Gal-VIE;

Turkey (Schilling): A Ser-BUD; A RUM-s-A Ser-Bud; F SEV-s-A Rum; F BLA-s-A Rum; A Bul-SER; F AEG-Gre.

Winter 1905 AND Spring 1906 due by 3:00 6/18/80. 1905 Supply Center Chart & Press on next page.

1979G SUPPLY CENTER CHART 1907

Austria- ~~VZ, P, H~~.....(0) OUT
 England- Home, Nwy, Por.....(5) +1 was one short
 France- Spa.....(1) 0
 Germany- Home, Hol, Bel, Par, ~~VZ, P, H~~, Den, Bre, ~~S, P, H~~, STP.....(9) 0 was one short
 Italy- Home, Tun, Ser, Smy, Tri, Gre, Con, MAR.....(10) +1
 Russia- ~~S, P, H~~, Mos, War, Sev, Rum, Bud, Bul, SWE, VIE, ANK.....(9) +2

1979G Press-

BERLIN: Frenchmen! Push down one place. They ~~z~~ spring up everywhere! Swe!
 Hol! War! We even had to go looking in Bel and Bre. Will Frenchmen ever be removed from the earth?

1979AN FALL 1906 REICH CONTINUES TO DWINDLE AS AUSTRIA MAKES LARGE GAINS!

Austria (Carson): A MAR-H; A Sil-MUN; A BOH-s-A Sil-Mun; A TYA-s-A Sil-Mun;
 A WAR-Sil; A UKR-War; A SEV-H; A Ser-BUL; F Ion-NAP; A APU-s-
 F Ion-Nap.
 England (Haffey): A Liv-STP; A MOS-s-A Liv-STP; F Nth-NWY; F BAR-s-F Nth-Nwy;
 F ENG-Nth; A Yor-LPL.
 France (Palter)*: NMR! A BUR; A PAR; F MID, all H.
 Germany (Sulaberger): F Hol-NTH; A BEL-Bur; F EDI-s-F Hol-Nth; A PRU-Sil; A Mun-s-
 Turkish A Ven-Tya/NSO/-/d/-r-KINISTEN Ruh, Ber, OTB; A KIE-s-A Mun;
 A Nwy-s-A STP/d/-r-Swe, Fin, OTB; A STP-s-A Nwy/d/-r-Fin, OTB.
 Italy (Crockett): F TUN-Ion; F ROM-Nap; A TUS-Ven.
 Turkey (Masters): F ADR-Ion; A VEN-Rom.

A*06, W*06, AND S*07 all due by 3:00 6/18/80.

1906 SUPPLY CENTER CHART

Austria- Home, Gre, Con, Bul, Rum, Ank, Sev, Smy, MUN, ENAP, WAR, MAR.....(14) +4 only can build 3
 England- ~~VZ, P, H~~, Lon, Bre, Mos, ~~VZ, P, H~~, NWY, STP, LPL.....(6) 0
 France- Spa, Por, ~~VZ, P, H~~, Par.....(3) 0
 Germany- ~~VZ, P, H~~, Ber, Kie, Den, Hol, Swe, ~~VZ, P, H~~, EDI, BEL.....(7) -1
 Italy- Rom, ~~VZ, P, H~~, ~~VZ, P, H~~, Tun.....(2) -1
 Turkey- Ser, Ven.....(2) 0

1979AN Press-

LONDON-EDINBURGH: The English King hopes that the German navy enjoys its brief stay in the English countryside. However, don't bother to unpack, you won't be staying long.

BERLIN: The Kaiser has generously agreed to let the roaming Turks settle in Denmark and has ordered border troops to support their entrance to Germany.

VENICE: Numerous requests have been received from all of Europe in regards to Turkish press. These requests are being honored and no press will be issued this season.

MARSEILLES-PARIS: As soon as the government of France acknowledges the Empire's ~~ap~~ apology over the mistaken occupation of Marseilles, the forces there will vacate the city.

LONDON: An exerp~~t~~ from an UPS interview with the English Prime Minister-

UPS- Why is it that England seems to have become an international port for European navies

PM- We English are a friendly lot and we don't mind tourist stopping by for a bit. We know that they will have to leave as soon as they run out of money.

UPS- It was understood that France was an ally of England yet we see the European Republic's Navy engaging in strange maneuvers with make believe English forces.

(Con't next pg.)

1979CF (Con't)

1979CF SPRING 1906 EVERYONE WATCHES ITALY AND GERMANY SWALLOW EUROPE BUT ENGLAND!
IS IT ENOUGH?

Austria (Palter)* NMR! A VIE, A GAL, A RUM, A BUD, A SER, F BUL(sc), all H.
England (Haffey): A Lpl-YOR; F Lon-Eng/d/-r-Wal,OTB; F STP(nc)-H.
Germany (Linsey): A Sil-WAR; A LIV-s-A Sil-War; A Ber-PRU; A Mun-SIL; F Den-SWE;
A Bre-LON; F ENG-c-A Bre-Lon; F NTH-s-A Bre-Lon; A Edi-LPL.
Italy (Hefti): A GRE-Con; F AEG-c-A Gre-Con; F Ion-EAS; F Nap-TYS; A Rom-NAP;
A Ven-PIE; F Spa(sc)-WES; F Por-MID.
Russia (Kerchner)* NMR! A MOS, A UKR, F SEV, all H; A War-H/a/.
Turkey (Tucker): A ARM-H; F BLA-H; F CON-H.
Summer and Fall 1906 due by 3:00 6/18/80.

1979CF Press-

ROME-BERLIN: He's mine again!

VENICE-BUDAPEST: So sorry, how's that?

Naples-Smyrna: Next stop, southern shore.

ENGLAND: The King of England announces his solid and firm alliance with his cousin
the Kaiser of Germany. Too bad the other cousin wants to fight.

1979HO SUMMER - Austrian A Ven-r-TUS

1979HO FALL 1903 ENGLISH AND GERMANS STAND STILL WHILE FRANCE GROWS! (ENG IS NOT STANDING
TOO STILL AFTER ALL, IT SEEMS!)

Austria (Tucker): A Tri-VEN; A TUS-s-A Tri-Ven; A TYA-s-A Tri-Ven; A Ser-BUL;
~~XXXXXX~~ A BUD-s-Russian A Rum; F Gre-s-A Ser-Bul/d/-r-Alb.
England (Staley): F Hel-KIE; F DEN-s-F Hel-Kie; F Nwy-NWG; A Bel-HOL; F NTH-s-A Bel-
Hol.
France (Williams): A Ruh-MUN; A BUR-s-A Ruh-Mun; A Par-PIC; A PIE-s-Austrian A Tri-
Ven; F Wes-TUN; F MID-H.
Germany (Blank)* NMR! A hol/d/; A Kie/d/; ~~XXXXXX~~ A PRU; F BAL, H.
Italy (Barker): F Apu-ION; A Ven-APU; A ROM-Tus.
Russia (Coughlan): F SEV-Bla; A URK-Sev; A MOS-s-A Ukr-Sev; A RUM-s-Austrian A Ser-Bul;
A Liv-WAR; F SWE-Bal.
Turkey (Kuszynski): A ARM-CON; F BLA-c-A Arm-Con; A Bul-GRE; F AEG-s-A Bul-Gre.
A°03, W°03, AND Spring 1904 due by 3:00 6/18/80.

1903 SUPPLY CENTER CHART

Austria- Home, Ser, del , Ven, BUL.....	(6)	0
England- Home, Nwy, Hol, DEN, KIE.....	(7)	+2
France- Home, Spa, Por, Bel, MUN, TUN.....	(8)	+2
Germany- del , del , Ber, del	(1)	-3
Italy- Rom, Nap, del	(2)	-1
Russia- Home, Rum, Swe.....	(6)	0
Turkey- Home, del , GRE.....	(4)	0

1979HO Press-

LONDON-PARIS: I just want to know one thing; who is the real Pari-ite?

LONDON: In the interest of world peace, the British fleet has vacated Norway.
But woe to any power that dares to challenge England's sovereignty in Norway.

ST.PETERSBURG-VIENNA: The Tsar thanks the Austrian Empress for his summer vacation
in Vienna. "The two people I most enjoyed meeting were Sigmund Freud and your brother
Edward. (Please ignore Edward's advice: Build fleets or armies but not submarines!)
I particularly enjoyed Freud's word association game. My favorite sequence was when
he said, "Turkey" and I said, "Telephone" and then he said "Telephone" and I said,
"Kuszynski." Such fun."

1979HO Press Con't next pg.

1979HO Press (Con't)

ST.PETERSBURG-BERLIN: Scram!! We don't accept German refugees.
ROME-VIENNA: I'll never puppet for you, you (choose one):

----- ((Censored))
----- { " }
----- { " }
----- { " }

VIENNA: Sorry guys. No rantings and ravings from the Hoppic Queen this time.
BREST: The French National Weather Service reports a tempest sweeping eastward into Germany and ranging as far south as Africa this violent storm has caused the French Southern Fleet to veer way off course and now take refuge in Tunis. It is expected the storm will dissipate quickly, however, the damage left behind will be very costly to both Germany and Italy. France unselfishly will be sending more troops to help pick up the remaining pieces.

ST.PETERSBURG: The Tsar is sending copies of an obscure Irish publication, EMHAIN MACHA, to his fellow sovereigns which not only informs them of the dangers of the perfidious telephone but explains the mystery of Lori, the secret weapon of the English.

PARIS-VIENNA: Don't worry about the phone call, I have a Turkish Watts line, compliments of the Sultan of Ring.

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1979AI DRAW AND CONCESSION BOTH FAIL!

1979AI FALL 1906 THE EUROPEAN WAR TURNS INTO A DOGFIGHT BETWEEN THE TWO GIANTS!

Austria (Garrett): A VIE-H.
England (Masters): F Eng-BRE; F MID-s-F Eng-Bre; A Bel-BUR; A Spa-MAR; A RUH-Hun; F NTH-Nwy; F NAT-NWG; A Mun-BER; F KIE-s-A Mun-Ber; F Lyo-TYS; F ION-s-F Lyo-Tys; F WES-Tun.
France (Rodriguez): F Pic-H/NSU/; A PAR-s-F Pic; A PIE-Ven; F Bre-H(unordered)/d/-r-Pic,Gas,OTB.
Italy (Mooney): A VEN-s-A Tri; A Tri-s-A Ven/d/-r-Tys; Alb,OTB; F Tys-Tun/d/-r-Tus,Rom,Nap,OTB.
Russia (Arnett): A NWY-Den/Imp/; A Ber-Kie/d/-r-Pro,OTB; A Tys-MUN; A BOH-s-A Tys-Mun; A SIL-s-A Tys-Mun; A Bud-TRI; A SER-s-A Bud-Tri; A Alb-GRE; F Con-SMY; A ANK-s-F Con-Say; F Bla-CON; F BUL(ec)-s-F Bla-Con.
Turkey (Crabar): F Smy-AEG.

There is a call for a concession to Russia. Votes and orders for A'06,W'06, AND S'07 due by 3:00 6/18/80.

1906 SUPPLY CENTER CHART

Austria- Vis.....	(1)	0
England- Home,Swe,Den,Bel,Por,Spa,Kie,Hol,Tun,MAR,BER,BRE.....	(14)	+2
France- Bel,MAR,Par	(1)	-2
Italy- Ven,Nap, Tri ,Rom.....	(3)	0
Russia- Home,Rum,Bud, Tri ,Ser,Nwy,Bul,Con,Gre,TRI,ANK,SMY,MUN.....	(15)	+3
Turkey- Bel,Hol	(0)	OUT

1979AI Press-

LONDON: England has voted for the draw. If the vote failed, the English enemies in 1907 will be that nation that opposed the draw vote.

More 1979AI Press on the next page...

1979AI Press (Con't)

ROME: Today the Pope announced his final Proclamations to the world's leaders:
 To London: Vedi Napoli e poi mori.

To Moscow: Tuebor.

To Paris: Tout est perdu hors l'honneur.

To Vienna: Summ cuique.

MOSCOW: We favor the draw vote 100%. Now let's end this blasted thing.

ST. PETERSBURG: Where are all those blue chunks of ice?

RUSSIA-TURKEY: Bite the dust you Satan worshiper.

SMYRNA: The Russians have landed! The Russians have landed! The Russians have landed

* * * * *

STANDBY LIST AND REQUESTS

The following people are currently on the MM Standby list. They are the fantastic individuals who have agreed to take over abandoned positions and help keep DIPLOMACY games going strong. If you are not on this list and would like to be, please let me know. Playing a standby position is great for picking up a little more experience whether or not you consider yourself a novice or not. It's a free game and does not count toward a rating if you're worried about any of the various rating lists around. Standbys are always welcomed and usually are always needed. Those on the list include David Barker, Keith Mercer, Steve Karchner(?), Dave Grabar, John Caruso, John Masters, Ron Kelly, Timothy R. Haffey, Denise Tucker, David Crockett, Dan Palter(?), and for SUBMARINE, Rick Ragsdale and Jim Broshot. Thanks!

Would the following please submit standby orders for the following positions:

Would Dave Grabar submit orders for Austria in 1979CF? (pg.13)

Would Keith Mercer submit orders for Russia in 1979CF? (pg.13)

Would Tim Haffey submit orders for Germany in 1979HO? (pg.13)

Would Dave Barker submit orders for France in 1979AN? (pg. 10)

Would Rick Ragsdale submit orders for Palter in SUB-2? (pg. 16)

* * * * *

REPORT ON MASTERSCON I

by

Jack Masters

The long awaited MastersCon I was held at my home on May 18th. The festivities were scheduled to begin at 9:30 AM, but we were one player short (there were two no shows and Gary Carson had made a late cancellation) and the game start was delayed. We were soon saved, however, by the unexpected appearance of the infamous Kevin Buckalew who agreed to play if he could have his choice of countries. This was quickly agreed to, Kevin took England, the rest of us drew for country assignments, and the game began.

Kevin Buckalew has been a man of mystery in the DIPLOMACY hobby for quite some time. He is undoubtedly the inspiration for Bruce Linsey's ferocious "Buck-a-lew Bird" in the strange Dr. Breux issue of VOICE OF DOOM. Among other things, Kevin Buckalew has been known to standby for Bob Arnett, go to school with Dave Barker, stand bail for Al Rodriguez and wholesale waterdogs to Jerry Jones. Bruce suggested that he might actually live in Valencia, so perhaps it is not quite as surprising that he showed up at our game.

Buckalew's reputation as a ferocious player may be somewhat exaggerated, however. In this game he quickly succumbed to attacks by two "Black Hole Renegades"; Al Rodriguez (France) and Mike Hartman (Germany). "Black Hole Outlaw", Ron Brown (Russia) declined to help him out and after about 10 minutes left in a huff and apparently vented

SUB-2 TURN 2

ESCORTS MOVE TO ATTACK! IS THAT A PERISCOPE DISAPPEARING
UNDER THE WAVES?

Player: _____

Nationality: _____

Your Subs/Ships are presently located at:

Enemy craft sighted:

Description (if any):

TURN 3 due by 3:00 6/18/80

Report on MASTERSOON I (Con't from pg.15)

to a movie.

My position (Turkey) had already been eliminated by a spontaneous "let's show the host how much we appreciate all the trouble he has gone to" movement initiated by Dan Kuszynski (Austria) and readily joined by Brown and Bill Schiwautz (Italy). The day was saved, for me at least, when we heard from Hector Roybal who said he would be up to join our game in 45 minutes. Two more seasons were played, a five way (F,G,R,I,A) draw was voted and we stopped for lunch. After lunch and the arrival of Roybal we would start a new game.

The "Game" started after lunch with the following line-up:

Austria -- Rodriguez
England -- Brown
France -- Roybal
Germany -- Masters
Italy -- Kuszynski
Russia -- Hartman
Turkey -- Schiwautz

It turned out to be a hard-played game and one in which everybody played fairly flexible in.

A Western (F,E,G) tri-alliance was initiated in S'01, but it fell apart after France got overly upset with the German move on Belgium. Germany went ahead and took Belgium in F'01 but had to appease England by letting him into Denmark (England was supposed to evacuate Denmark to Germany in S'02 -- but never did.) France then built two armies in W'01 and an '02 French/German war resulted. England stayed out of this conflict but initiated an attack on Russia that soon netted him all of Scandinavia including St.Pete.

In the east it was bedlam as first Austria and Turkey attacked Russia; next Russia and Austria attacking Turkey and then Turkey and Russia attacking Austria. Italy was played in typical Kuszynski fashion as Dan attacked everybody he could and in every direction he could, but in a completely random order.

The turning point of the game came in F'03. Austria was slowly going out; Italy had been heading toward France, but the movement of Turkish fleets to the west would force him to pull back. France was in trouble, Germany had positional advantage (with a German army in Burgundy and an Italian fleet in Marseilles) and was ready to deliver a telling blow.

I elected, however, to pull back from France and even support him back into Mar against Italy. France was to respond to this gesture by going with me against England. This was a dumb ploy and it failed miserably. I angered Italy and didn't even appease France who kept on attacking Germany. In the meantime Ron Brown's England came up with his little surprise; he had negotiated a peace with Russia and both turned on me. Germany was doomed.

I did slip a fleet through the English Channel and the Mid Atlantic where it first captured Spain(so) and then Marseilles. The Russian/English alliance held in the north for another year and the Turkish/Russian alliance in the south. France sent three of his four units south to root the puny German fleet out of Iberia, but then sued for peace when the Russians and English were about to turn him under. A three-way English/Russian/Turkish draw passed in S'07.

The final standings were:

Austria - 0; England - 8; France - 4; Germany - 1; Italy - 4; Russia - 9; Turkey - 8.

Since it is imperative that I gain revenge on Brown and Hartman, there will be more of these games in the future. Any southern Californians that would like to be a part of them, please contact myself (25911 North Vista Fairways Dr. Valencia, CA 91355) or Al Rodriguez (2613 So.Eye St., Bakersfield, CA 93304). It is thought that we might try to have a FTF gettogethre every 6 weeks to 2 months. The sites might alternate between Bakersfield, Valencia, and somewhere in Calif..



TWILIGHT ZINE



#2



Hello and welcome to TZ #2. THE Twilight Zine is a subzine of Mord'ring Ministers brought to you by Alfred R. Rodriguez, 2613 South Eye St., Bakersfield, CA. 93304; phone (805) 3246820. There are not any Diplomacy game openings. The games.....

1980 AS

FALL 1901

Who says France is a powerhouse? No Enemy Within Gaul Yet France Gets
No Builds.

Austria (David Wildman): A VIE-Bud; A SER-Bud; F Alb- TRI.
England (Charles Miller): F Lon-ENG; A Yor-NWY; F NTH-C-A Yor-NWY.
France (David Grabar): F Bre-MAG; A PIC-Bel; A Bur-s-A PIC-Bel.
Germany (Mark Kraft): A Kie-DEN; F HOL-S-A RUH-Bel; A RUH-Bel.
Italy (Matt McKibbin): A Ven-DIE; A Rom-VEN; F Ion-TUN.
Russia (Jeff Albrecht-COA): F Bot-SWE; A Stp-FIN; A Gal-Rum; F BLA-S-TUR.
A Bul-Con(NSO)
Turkey (Jerome Dunn): A Bul-GRE; F Con-BUL(sc); A Ank-CON.

SUPPLY CENTER CHART 1901

Austria: Home, SER(4) build one
England: Home, NWY(4) build one
France: Home, (3) even
Germany: Home, HOL, DEN(5) build two
Italy: Home, TUN(4) build one
Russia: Home, SWE, RUM(6) build two
Turkey: Home, BUL, GRE(5) build two

PRGS

Venice to Trieste: Did you pass?
Italy (really) to England (really) I've heard of fake zines but faked press? Will wonders ever cease?
Pope Matthew I to Pope Alfredo-Alfredo: You mean you didn't die??!!??
A miracle if I ever read one! You hereby are canonized. Go straight to Heaven, do not pass go, do not collect \$200. (COPS! Wrong game!) USURPER?
You mean you didn't get the letter? You have just been promoted.
(To Saint (3rd Class). Just pick up your stripes, wings and halo from quartermaster friar and start packing! With your promotion comes a transfer. Don't forget your dirty socks under the bed. VAYA CON DIOS.
The Field: Hmmm, St. Alfredo- Alfredo..... I like the way that sounds.
Donations for membership to the Perpetual Sacred Evangelical League of St. Alfredo- Alfredo are being accepted now. I welcome any and all petitions of intentions. Bless you, all of you.
TurKey-Russia- "Fool me once, shame on you; fool me twice, shame on me."

WRAP-UP

Well, that is all for now, kiddies. I'd like to thank Jack Masters for his wt. up of MASTERSCON I and repeat the invitation for others in the area to join us next time. Also, thanks to Al for his NOVICE REFLECTIONS article. Maybe some of you others would be coerced into writing for MM (maybe threats would work?). Then please remember all, that the next deadline has been moved up a few days. All called-in orders must arrive by 3:00 pm 6/18/80 also if you want to have them in on time. If, by some chance, more than one px player WFRs in any one particular game, then that game will be delayed until the next deadline, which won't be until the end of July. So do try to get those orders in! Also, if you haven't yet voted in the LEADER POLL, you have just enough time to get your ballot cast! See MM#19 for details. I guess that's all I have time for now. I get the feeling I'm forgetting something, but that's the way it goes! See you later!

ALL STANDBYS SEE PAGE 15.

YOUR SUBSCRIPTION EXPIRES WITH ISSUE # _____

IT'S BEEN FUN - YES NO (Circle choice)

HOW DO I GET THIS THING OUT OF MY BACK?

MURD'RING MINISTERS
Ron Brown
1528 El Sereno Pl.
Bakersfield, CA 93304

RETURN POSTAGE GUARANTEED

PRINTED MATTER



Gerry Jones
1854 Wagner St.
Pasadena, CA 91107